

**Dear customer, thank you for buying Scoring Piano.**  
**Scoring Piano is a Steinway Model B piano, sampled**  
**in a great studio near Florence, Tuscany.**

**It's great for cinematic, romantic music, jazz and classical. It features a wonderful low-end with three adjustable mic positions and one pre-mixed position for polyphony saving.**

**Scoring Piano features many different layers of dynamics, release samples, sympathetic and pedal resonances, pedal sounds and much more.**



STEINWAY & SONS  
NEW YORK HAMBURG

# INSTALLATION

Extract the files in a new folder, and just open Scoring Piano - Main.nki in Kontakt.

The other NKI files provided are different variations of the piano sound.

If you don't know how to open .rar files, we suggest to download 7zip from [www.7-zip.org](http://www.7-zip.org) (windows users) or [www.unrarx.com](http://www.unrarx.com) (mac users).

## THE INTERFACE

There are five interface tabs in Scoring Piano to customize the sound and the behaviour of the instrument. Let's see them in detail:

### SOUND



This page allows you to control various aspects of the piano sound.

#### EQUALIZER

The *equalizer* controls three basic parameters of piano sound, by using the basic Kontakt Three Band EQ.

#### DYNAMIC RANGE

allows to control the dynamic range of the instrument. Reduce it to obtain a more compressed sound that can make the lowest velocity layers louder.

#### CONVOLUTION REVERB

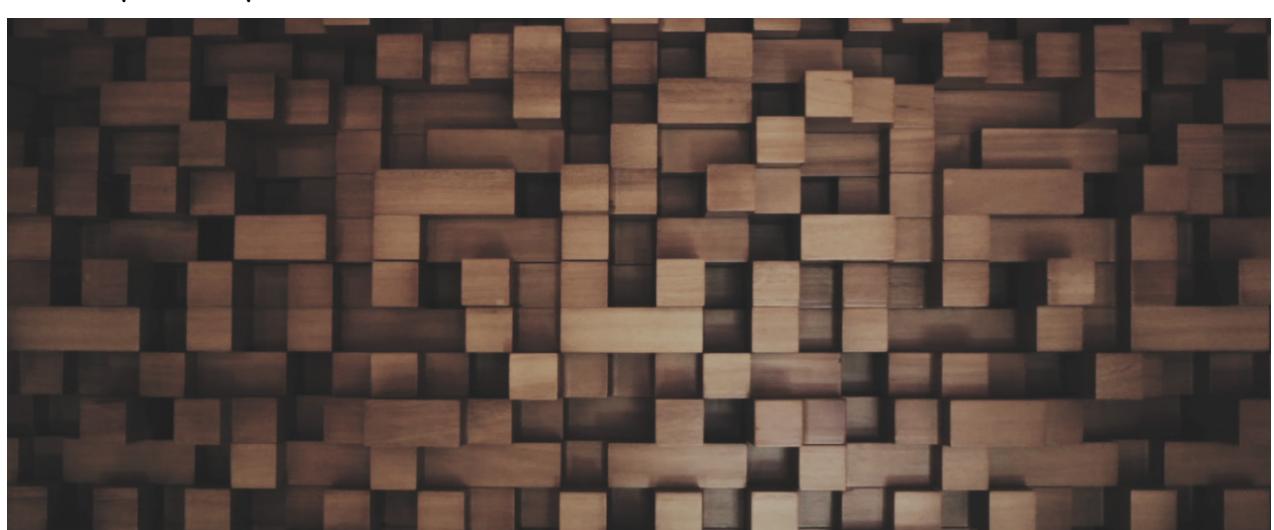
Switched on by default, you can control the amount

of reverb and the reverb kind.

#### MIC POSITIONS

This section features 4 different mic perspectives. Click on the mic name to enable, disable it. We suggest to keep on only the necessary mic positions to avoid unnecessary polyphony overhead.

MIX is a premixed mic position, with 100% of Close, 50% Mid and 80% of Far mics. This is our favourite mic position.



# BEHAVIOR



This page contains the basic parameters for customizing the piano response to the user playing style.

## VELOCITY CONTROL

The velocity control section allows to change the piano response to the user's input velocity. You can draw the curve directly by dragging the mouse over the velocity table or by using the knobs.

## ATTACK/RELEASE

These knobs just controls how fast the main layer will fade in or out. The default settings will work on most of the cases, since we carefully tweaked them to get a sharp sound without clicks and sudden note drops, but you can change them as you prefer.

## SELF MASK

This simple setting is very powerful indeed. It is the basic control of our *Self Masking* system, that fades an existing voice when another one on the same key is pressed. We replaced Kontakt velocity-to-volume control with a customized scripted version, so the script will compare the actual playing voice volume to the new one that is beginning to play. The lower voice on gain is "marked" to fade out in a short time. With this knob you can control how fast you want

the voices to be faded.

This feature is very important for two reasons: *Self Masking* helps to avoid the common phasing artifacts that happen when layering many notes on the same pitch and to prevent the polyphony from raising too much (especially when the pedal is pressed down).



# RESONANCE



Resonance page contains controls to customize the internal resonances of Scoring Piano. This page contains the main controls that characterize resonance sound.

## PEDAL RESONANCE

Scoring Piano doesn't have a different sample set for *Pedal Up* and *Pedal Down* keys. We found another way to isolate the resonances of the piano when the pedal is down. Our technique allows repedaling and you can also really customize how much resonances you get when the pedal is down.

This feature will raise polyphony a bit, but thanks to Self Masking we managed to keep it under control.

## SYMPATHETIC RESONANCE

*Sympathetic Resonance* is the interaction between the open strings in the piano when a new key is pressed. On a real piano when you hold down C4 note and then press C3, you will hear the harmonics of C4 resonating in the piano.

We emulated this kind of interaction making a piano sound that is never the same if different notes are already pressed.

# NOISES



Every piano produces noise when played. The smarter the piano manufacturer is, the less noises are present, but an absolutely silent piano is certainly recognized as a fake one.

## PEDAL UP - PEDAL DOWN

The knobs control how much you will hear the piano up and down, when you play with the MIDI pedal on your keyboard.

## OCCASIONAL CRACKLES

*Occasional crackles* is the most amusing feature in Scoring Piano. To emulate a live performance, you can raise this control a bit and some natural noises will be randomly produced. The more notes you play the more chance you have to have noises reproduced.

# CREDITS

Scoring Piano was created by Paolo Ingraito and Olmo Chittò at FluffyAudio.

Thanks to Gabriela Llerena, to Antongiulio Frulio and Jay Asher for their wise suggestions. Thanks to Aurelio and Lawrence at OSB Studio and to our friends Pietro and Chiara at Racoonstudio ([www.racoonstudio.com](http://www.racoonstudio.com)) and Valeria Armeni, for Fluffy the Raccoon drawings.

Thanks to our beloved customers for supporting us with passion.

Have fun with Scoring Piano,  
FluffyAudio.

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